

*Fantastic fruits
and Herbs:
A Brief Guide*

Pink Dice Bag Publishing

Acknowledgements

My thanks, and constant adoration, goes to my best friend, without whom I would not be doing this. She inspires me daily and has lead me to create more than I ever have before.

My thanks also goes to the council of DMs, for this time, they did something.

Finally, thank you dear reader! Without you none of this could be possible. As a token of our appreciation please enjoy this coupon for 25% off of our European Style Forest Generator. Click [here](#) to redeem your discount!

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How to use this resource

These herbs are all fantastical. I have added to this list over the years, as I had new ideas. I originally wrote it as a way to get around having a player who is very knowledgeable about real life herbs, and from a feeling that real-life herbs weren't quite as... showy as I'd like.

This resource is organised into four categories: general herbs, beginner herbs, intermediate herbs, and advanced herbs. These categories are designed to help you use these with your players.



General Plants

Any adventurer worth their wages could recognise these plants, and be able to use them in some, minor way.

Glow-bulb

Location: Deep forests, valleys

Uses: Light

Found in deep forests and along fertile valleys, this tall, slender, flower has bulbs that take on an eerie yellow glow on the approach of nightfall. Though not enough to light up a small area alone, a few of them gathered together can make a fairly effective lantern. The plants only produce light while they are living however, and stop glowing once picked. In order to use them as lanterns, they must be planted and cared for as any other plant would be.

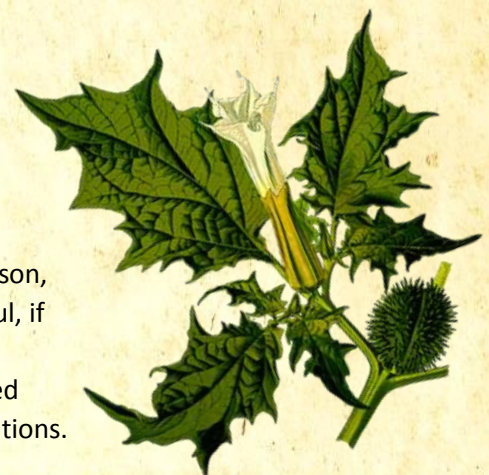


Wyvern's Tongue

Location: Swampland, wetlands, rivers

Uses: Flavour, Poison

This broad plant is known for its strange nectar. Nestled deep in the neck of this flower is a strange, hot, liquid that can be distilled into a burning whiskey, or a potentially burning poison. When used to coat a blade this poison, causes tremendous irritation to a wound. Though not immediately harmful, if left for long enough it causes terrible, burning, sores. It is believed that breweries along rivers where Wyvern's tongue grows plentifully discovered the whiskey by accident, though it has become a staple drink in some locations.





Snow-wheat

Location: Tundra, mountains

Uses: Food

A curious kind of wheat, this tall grass grows in only the coldest climates. Though rarely used as a first resort, pulling the grain from these and boiling them in water makes a tasteless, porridge-like meal, used as a backup for long expeditions. Not tasty, but it will keep an adult going for a day. Any adventurer going into the colder climates should know of this grass, it can be a lifesaver when the party runs out of food. Another, little known use that many rangers will be aware of, is that the strands that don't bear grain are tough enough and curved to be used as a spoon, and even gives it a slight flavour. Not a good flavour, but at least it'll taste of something.

Fool's Strawberry

Locations: Temperate fields, forest outskirts

Uses: Poison

Much like the metal using the same naming convention, these strawberries are not as they appear. Giving off all but the perfect appearance of a normal strawberry, eating one of these berries will cause a long sickness, which if not treated can become life-threatening. Though any adventurer should be able to tell these from normal strawberries thanks to their deep purple interiors, which makes them less of a threat to the trained eye. However, they have been known to be served as assassination attempts, though cases of actual death from these attempts are rare.



Prince's Pearl

Locations: Riverbeds, coastlines

Uses: Hunting



This cluster of tiny flowers is generally referred to by a less polite name, one which reflects the truly foul smell that it gives off when crushed. Despised by gatherers, this flower is loved by hunters. Coating yourself in these foul-smelling flowers may not be pleasant, but it confuses anything trying to smell you out... including other people.

Beginner herbs

These herbs are slightly harder to identify, or use. Some of these may be easy enough to spot, though they may be much harder to put to use.

Elves' Cone

Location: Deciduous forest, mountainside trees

Uses: Magical restoration potions



This cone may not seem like much to most, but any herbalist will know that hidden in this nondescript bundle of seeds is a thin strand of golden plant matter that can be crushed down into a paste. When distilled into a thick potion, this paste can grant the drinker a piece of natural magic, restoring their magical energies. This potion is commonly sold in isolated, mountainous communities, owing to the surplus of these herbs.

Creeping Fern

Location: Ancient forests, rainforest

Uses: Chewing, wound dressing

Commonly found in the oldest and deepest of forests, this fern has two uses. The 'creepers' at the bottom can be chewed, leaving breath with a pleasant, minty scent. It does not taste great, but rangers of those forests seem use it as part of their hygiene. The leaves, long and small as they are, make an excellent dressing. The fluid that they give out when they are squeezed reduces inflammation in wounds, which makes them a decent dressing when there are no better herbs available.



Fae Berries

Location: Near portals/passageways to the feywild

Uses: Wine/juice



Curious plants that grow around passageways to the lands of the fae, these berries are delicious and are frequently made into brands of 'feywine' which are traded in nearby towns. There is a side effect, however: these berries are highly addictive. Though this effect is dulled when distilled into another product it can still fully consume a person in addiction. These berries are also an easy marker to show that you are near a way into the feywild, useful for wandering adventurers.

Crown Flowers

Location: Hills, savanna

Uses: Protection potions

Known for frequent use by royalty, the potions from these flowers are powerful and can protect just as well as heavy armour. Naturally these potions are frequently sought after by those unable to wear such exterior protections. Unfortunately the effects don't last for very long, only a few hours at most. It has also earned its name through the frequent use of it in flower crowns, known as one of the most attractive red flowers, easy to find in the vast savanna realms, a fairly common flower, though difficult to craft into its potion form, requiring days of hard work to craft it properly.



Bump-fruit

Location: Near cave entrances, around mines

Uses: Tea, food, medicine

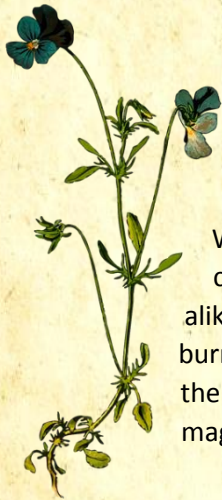
This strange, bumpy fruit has a gritty texture and is notoriously difficult to stomach for those who are not used to them. It makes a fairly pleasant tea, which is commonly used to clear out colds and other minor illnesses.

These teas have become a favourite folk cure of older people living around mines and caves. They have also been famously baked into pies by smaller bakeries, as well as into warming juices.



Intermediate herbs

Most skilled herbalists are able to identify and use these herbs, though beginners have trouble identifying and using them.



Azure Bead

Location: Coastlines, shrubland

Uses: Incense

While this flower is common to see, the knowledge of its abilities is rare, as it hasn't been commonly used in many years. However, it was once farmed by monasteries and chapels alike, and used to craft a stick of incense that has a calming effect. When lit, the incense burns with a gentle azure smoke with strands of aqua. This gives a slightly ethereal feel to the air around the incense sticks, making it difficult to perceive what is the effects of the magic, and what is simply the strong colours and smell overwhelming the senses.

Reveller's Friend

Location: Forests, hills

Uses: Recreational drug

These berries are highly hallucinogenic and, as suggested by the name, a favourite of those who frequent parties of all sorts. Those who have consumed the berries will find it harder to be confrontational, as well as seeing strange visions. It is said that some oracles uses these berries to gather their 'divine visions'.

Though whether the gods work through these berries is anyone's guess. They do, however, taste delicious.



Nut of the Wild

Location: Grasslands, rainforests, hot coastlines

Uses: Food, wound dressing

Delicious as they are, these nuts are hard to actually find. They frequently grow in hard to reach places, low to the ground and nestled amongst other plants. A delicious flavouring for other foods, it is also a common snack. Known as a 'coastguard's Nut', and also serves as a staple part of most trail mixes, where it is available.

The use of plant itself, however, is the part that is rarely known about. When strained and mixed with alcohol, it makes a strikingly effective wound cleaner which prevents all manner of infection.





Straining Bud

Location: Rainforests, magical forests

Uses: Water purification

These plants are, without prior knowledge, simply strangely shaped flowers. However, those with the proper training can see their greatest use as a method to purify water. By poking a small hole in the bottom of the blub and passing dirty water through it, one can create a small amount of clean water. Each bulb is able to filter enough water fill a small cup before it stops being effective.

Desert Coral

Location: Deserts, Savanna

Uses: Water

This strange, coral-like bush is a welcome sight in the deep desert where it's strange, bladder-like sacs are filled with delicious, life-saving water. They are also large enough to be harvested as a small carrying device for water, and often are picked by caravans to give a long-lasting water source for the long trips through the desert. Though they are fairly easy to identify, they tend to only grow in the dried-up remains of a long-gone oasis. In fact, if they are allowed to grow on fertile land they can become massive. However, they will begin to slowly dry out the land as time goes on, making them a very dangerous plant to attempt to cultivate.



Advanced herbs

These herbs are either dangerous or difficult to use or unusually difficult to find. Only the most advanced of herbalists will be able to do anything with them.



Necrotists

Location: *Swamps, Battlefields*

Uses: *Poison*

On fields of battle, wrapped around the remains of the fallen, these blue-green, tangled vines grow. Few know exactly how they do it, but they seem to strip flesh from bone, growing bigger the more they consume. These vines can be used to craft a potent poison but are very, very dangerous to handle. When correctly crafted this poison can cause a person to be consumed from the inside out, making it one of the deadliest poisons available.

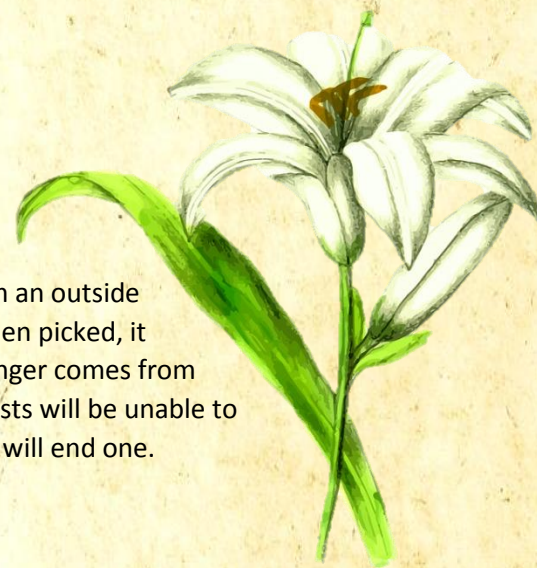
When harvesting, leather gloves will delay these natural effects, though the plants will eat through the material quickly. The only real safe way to transport them is in a magical bag, where they can't touch anything else...

Sinner's Lily

Location: *church grounds, ruins*

Uses: *poison, potion crafting*

This lily, commonly found around churches, seems to have origins from an outside plane and radiates a dark energy that makes many uncomfortable. When picked, it can make either a powerful healing potion, or a deadly poison. The danger comes from how difficult it is to tell these two potions apart. Inexperienced herbalists will be unable to tell if they've crafted something that will save a life, or something that will end one.



Merla's Berry

Location: *Small Islands, Coastline*

Uses: *Food*

This berry is wonderful, delicious treat – when properly prepared. Each berry is filled with tens of tiny, nearly invisible pips, which cause long-term illness if consumed. Preparing these berries is a long, difficult process, though those who have eaten them find them so delicious that they are worth the work.





Lover's Lament

Locations: *Fields, around other flowers*

Uses: *antitoxin, poison*

These flowers are as deadly as they are beautiful. Each bloom has a contact poison that will leave the victim exhausted and sick for days afterwards. Symptoms develop hours after exposure and can often mimic the signs of other illnesses, making the source difficult to identify. However, with the right method of preparation this light coating of a slick toxin can be drawn to craft a perfect antidote to a multitude of plant based toxins.

Occasionally these flowers are displayed at weddings or other celebrations, hence the name.

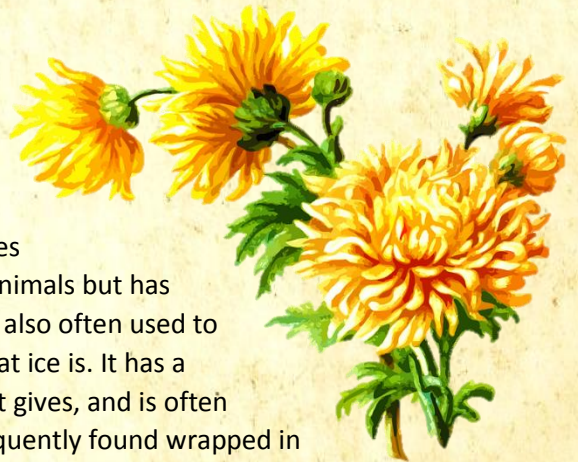
Having been picked by accident from large fields of flowers for their exceptional beauty, they will certainly, unfortunately, leave some of the guest horrifically ill for the later part of the occasion...

Ishjart

Location: *cold climates, tundra edges*

Uses: *healing, chewing*

Iceheart is a naturally cold flower, that, when crushed, becomes almost freezing cold. This defence mechanism works well on animals but has made it a popular snack for those working in hot climates. It is also often used to help soothe pain and reduce inflammation in the same way that ice is. It has a rather unpleasant taste, but is tolerated for the boost of cold it gives, and is often exported. It is easy to use, but difficult to find. The plant is frequently found wrapped in warrens and surrounding small pits in the undergrowth, as if keeping itself hidden amongst other plants. Though a very rare flower, it is certainly worth looking for.





Thank you for reading, creating and enjoying!

If you have any questions, comments, or concerns feel free to contact me at thepinkdicebag@gmail.com or www.pinkdicebag.wordpress.com

Happy Gaming!